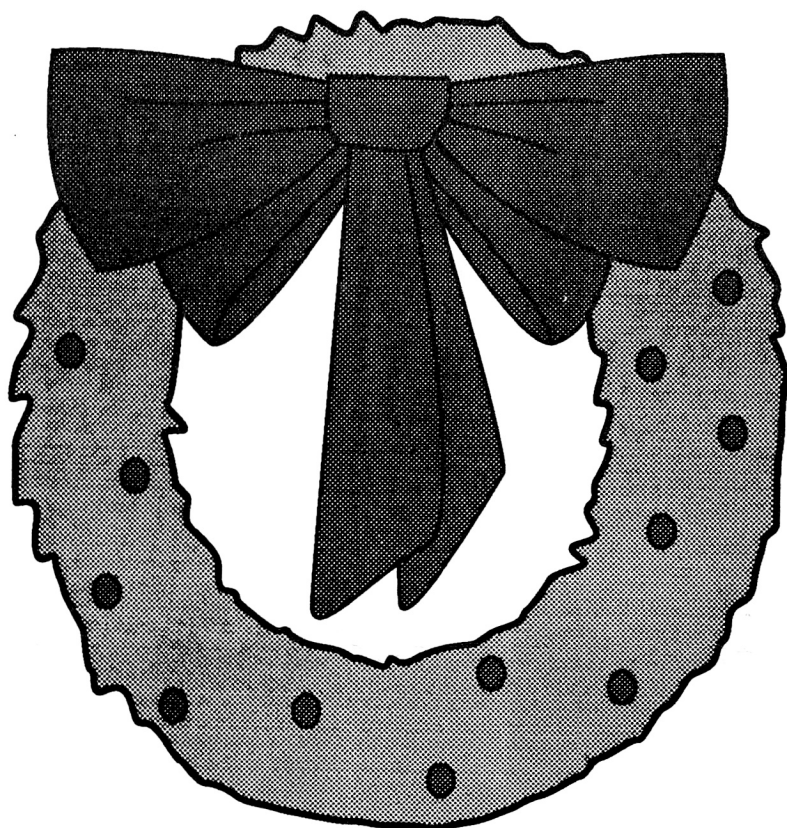# Canberra Amiga Users' Society Inc

beCAUS

October 1993

Illustrating Letters • **MultiPrint**
Gunship 2000 • **Toaster Screamer!**
The History of the Amiga

Canberra Amiga Users' Society Inc

Aims of the Society

Canberra Amiga Users Society Incorporated (CAUS) is an independent group (currently with about 200 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts, a bulletin board, Public Domain library, special interest groups (SIGs) and the opportunity to meet and exchange ideas with other Amiga users.

Subscriptions

Membership of the Society is available for an annual fee of $20. This fee may be paid, with a filled-in application form, either at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Bulletin board

The CAUS bulletin board is online 24 hours and is maintained by our new Sysop Darrell Cowan and his team. To be a member of the bulletin board, you need to pay $5.00 additional yearly subscription. The telephone number of the bulletin board is 292-5535.

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are 11 November and 13 January. Members are welcome to use all Workers' Club amenities on the night (as long as you are signed in).

The Beginners' Group runs from 7-7:45pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Newsletter Contributions

beCAUS is produced bi-monthly. Contributions to the newsletter can be ubmitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. The next newsletter is due out at the November 1993 meeting. The deadline for contributions to the newsletter is the end of the month preceding production. All contributions should be accompanied by the author's name and contact details. We reserve the right to refuse, disclaim and/or edit contributions.

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Advertising Rates

	Full	Half	Quarter
Regular	$25	$19	$10
Inside back	$49	$39	$19
Back cover	$74	$59	$29
	A4	A5	A6
Flyer inserts	$39	$29	
Artworks	$39	$29	$19

Copy is to be provided to the editor either in Amiga graphic file format or as appropriately sized printed copy.

Production

The Editor for this newsletter was Darryl Hartwig. The copy was formatted by the DTP SIG using Professional Page v4.0 and the masters were printed on a Postscript printer by Desktop Utilities. The offset printing was done by Tuggeranong Print.

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Front Cover

We need your pictures for the front cover!

CAUS Committee (1993)

Director	Chris Townley	254-5922(h) 6-8pm
Vice Director	Michelle Jenkins	241-8785(h) 6-8pm
Secretary	Andrew White	281-1872(h) 6-8pm
M'ship Sec.	Mathew Taylor	251-5343(h) 6-8pm
Treasurer	Rob Ashcroft	254-4075(h) 6-8pm
Editor	Darryl Hartwig	293-2347(h) 6-8pm
Proprerty Officer	Joe McCully	255-2128(h)
Committee	Neil Squires	259-1128(h)
	Berenice Jacobs	255-2284(h)
	Loy Winkler	4-10pm

Editorial

Hello everyone! It's starting to get to the busy time of the year. The weather's getting warmer, Christmas is only a couple of months away, and I'm flat out at work and in the garden. So please excuse me if this edition is not up to scratch.

I'm having fun compiling the newsletter and using my Amiga for raytracing, morphing and general graphics work (and the occasional game!). I'd like to see more people using their Amiga, perhaps an article? On the subject of the newsletter, I'd like to thank all those who have contributed in any way; providing material (especially home written), helping to put together, fold and envelope the newsletters, and general comments on how I'm doing. I certainly know that I wouldn't have got it all done by myself!

In this edition, we have the first part of an article to help you to pretty up your letters to your friends (you do write letters, don't you?). Also a review of Gunship 2000, a helicopter flight simulator. Oh, by the way, could people let me know which flight simulators they prefer? (F-18 Interceptor doesn't work on my machine anymore, and I'm looking for a replacement). The history of the Amiga is also in here somewhere, and lastly, **AND** most importantly, there is a proposed change to the constitution. Everyone please read it, as it will be voted on at the next general meeting.

See you all there.
Darryl Hartwig

CAUS Vice President

Name: Michelle Jenkins

Vice President Duties: Fill in when the President is not around. Keep track of what is happening with the SIGS. Attend User Group meetings and Committee meetings.

Other Duties: I run the User Group magazine library (donations always gratefully excepted) and I usually chair the committee meetings.

Amiga System: Amiga 500 with GVP 105 meg Hard drive with 5 meg ram, with Workbench 2.1 and a Bubble Jet Printer.

Favourite Game: Can't choose, but it's a toss up between Zool and Super Frog.

Computer Interests: I'm interested in desk top publishing and I am currently printing leaflets and flyers for a friend's business. I also collect fonts and have an interest in multimedia.

Anyway, if you want to join a SIG or start one up let me know and I'll try and point you in the right direction. Also if you have any ideas about what you would like to see happen or topics you would like to see covered at meetings, please feel free to approach me or any other committee member with your ideas.

See ya round!
Michelle Jenkins

Crafty Arts: Illustrated Letters - Part 1

(by Leigh Murray)

Introduction

With a graphics word processor, pictures can be included in documents such as letters or school reports. I've found illustrated letters are amazingly popular; they are a big hit. And illustrated letters and reports are much more interesting to produce than those with just dreary old text.

Good for Beginners

Producing this type of document can be a great learning exercise, one that can be a lot of fun. These are ideal tasks for the complete beginner (including older kids), giving the opportunity to build a solid foundation of skills. The programs generally come with extensive, well-written documentation, which greatly eases the pain of the learning process. And, as a side effect of creating illustrated documents, you can easily gain experience and knowledge in the general use of the Amiga, spelling and thesaurus usage, file structures, font selection, multitasking, directory utilities, paint packages for picture-creation or clip-art manipulation, image processors for tweaking pictures, layout design etc... The task can be as simple or complex as you wish, with the printed goodie as the prize.

I started with very simple text-only letters. A fair few letters later, when I felt comfortably proficient with that task, I added a picture opposite the address. Later still I added pictures into the body of documents, and experimented with different sizes, colourings and placement of pictures.

Publish or Perish

Graphics word processors are sometimes called word publishers because they provide many of the features of desktop publishing (DTP); the distinction between the two is becoming increasingly blurred. The DTP packages are primarily aimed at the final formatting of documents, and they generally have minimal text editing facilities, whereas the word processors are aimed firmly at text creation, with fancy formatting as a sideline. So DTP programs have more powerful formatting features than do the graphics word processors, and more options for high-quality printed output. But they also need more resources (particularly RAM) and more skills on the part of the user; they take much longer to learn. For simple publishing tasks, such as illustrated letters, reports, flyers, or even simple newsletters, the word publishers should be adequate - particularly the latest generation which allow the use of scalable fonts, with much improved output quality.

If you would like to try out some of the newer graphics word processors, there are demo disks in the MegaDisc catalogue of Wordworth version 2 (on DE 215), and KindWords version 3 (on DE 205). MegaDisc can be contacted on (02) 959 3692 or a free call 008 227 418 for orders.

Which WizzyWig

Graphics word processors are also sometimes called WYSIWYG word processors (the initials stand for What You See Is What You Get, pronounced wizzywig) because what you see on the screen is, supposedly, an exact representation of what you get printed (with non-WYSIWYG word processors like Protext this is not the case). The main graphics word processors are ProWrite, Pen Pal, Wordworth, KindWords, Excellence!, and the new kid, Final Copy.

The Proof is in the Printing

To me it doesn't matter one iota what a picture looks like on the screen of a word processor (as long as it is recognisable); the screen display is simply a guide for picture placement and text flow. What matters is how it looks printed.

Palettes and Transparency

Initially I failed to realise that a document can have only one palette. If multiple pictures are to be included in a document, the best printed results will be obtained with software that prints each picture using its own palette; that is, it doesn't remap pictures to match the document palette, so that the palette used in each picture remains independent of that used for the document or for other pictures included within that document. A good printed result could also be obtained if all the pictures used the same palette, and if the document palette matched that. In this case, though, you would be restricted to the maximum number of colours available in the document palette, which is often only 8, or even 4 (so HAM pictures would be out). It is almost impossible to produce a wide range of pictures using the same palette in fewer than 16 colours. So, software that uses the picture's own palette for printing is the best and most flexible way to go.

Standardizing Palettes

Some graphics word processors, such as excellence!, will remap the palette of a picture on loading to match its palette, in however many colours are currently used - 4, 8 or 16. In this case, it is best to change the palette of the word processor to match the picture palette before loading the picture. And if you are using more than one picture in such a document, make sure they all use the same palette; for word processors that use the picture's own palette for printing, such as Pen Pal, Final Copy or the latest version of ProWrite (3.3), this is not necessary. Wordworth (and probably KindWords 3) remaps its own palette to match the palette of the imported graphic as closely as possible; results are reportedly excellent - although for multiple pictures in a document, you'd be restricted to using pictures with a standard palette.

The Rise and Fall of Amiga Computer Inc.

Fortunately I was momentarily possessed with an organizational passion, and I took copious notes. I present them here filtered only through my memory and my Ann Arbor. My comments are in [square brackets]. What follows is a neutron-star-condensed version of about three and one half hours of completely uninterrupted discussion.

The Early Days

Amiga Computer Inc. had its beginnings, strangely enough, RJ began, with the idea of three Florida doctors who had a spare $7 million to invest. So they decided to start a computer company. "Yeah, that's it! A computer company! That's the ticket! :-)"

They found Jay Miner, who was then at Atari (boo hiss) and Dave Morse, the VP of sales (you can see their orientation right off..) they lifted from Tonka Toys. The idea right from the start was to make the most killer game box they could. That was it, and nothing more. However Jay and the techies had other ideas. Fortunately they concealed them well, so the upper management types still thought they were just getting a great game machine. Of course the market for machines like that was hot hot hot in 1982...

They got the name out of the thesaurus; they wanted to convey the

Part one in a two-part synopsis of the rise and fall of the Amiga Computer.
On Monday March 2, 1987 RJ Mical (=RJ=) spoke at the Boston Computer Society meeting in Cambridge.

thought of friendliness, and Amiga was the first synonym in the list. The fact that it came lexically before Apple didn't hurt any either, said RJ. However before they could get a machine out the door, they wanted to establish a "market presence" which would give them an established name and some distribution channels - keep thinking "game machine" - which they did by selling peripherals and software that they bought the rights to from other vendors. Principal among these was the Joyboard, a sort of joystick that you stand on, and you sway and wiggle your hips to control the switches under the base. They had a ski game of course, and some track & field type games that they sold with this Joyboard. But one game the folks at Amiga Inc. thought up themselves was the Zen Meditation game, where you sat on the Joyboard and tried to remain perfectly motionless. This was perfect relaxation from product development,

as well as from the ski game. And in fact, this is where the term Guru Meditation comes from; the only way to keep sane when your machine crashes all the time is the ol' Joyboard. The execs tried to get them to take out the Guru, but the early developers, bless 'em, raised such a hue and cry they had to put it back in right away.

When RJ interviewed with Amiga Computer (he had been at Williams) in July 1983, the retail price target for the Amiga was $400. Perfect for a killer game machine. By the time he accepted three weeks later, the target was up to $600 and rising fast. Partly this was due to the bottom dropping completely out of the game market; the doctors and the execs knew they had to have something more than just another game box to survive. That's when the techies' foresight in designing in everything from disk controllers to keyboard (yes, the original original Amiga had NO KEYBOARD), ports, and disk drives began to pay off.

The exciting part of the Amiga's development, in a way its adolescence, that magical time of loss of innocence and exposure to the beauties and cruelties of the real world, began as plans were made to introduce it, secretly of course, at the winter CES on January 4th, 1984(?).

Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

What's happening	Paul Martin	10-10 M-Su	253-2121
General Help	Joe McCully	6-12pm M-Su	255-2128
	Andrew White	6-8pm M-F	281-1872
	Gordon Owttrim	7-10pm M-Su	297-2692
	Neil Squires	7-10pm M-F 10-9 Sa-Su	259-1128
Hard disks, Digiview	Simon Tow	6-7pm M-F	288-8362
Laser printing	Frank Keighley	6-7pm M-F	239-6658
Desktop Publishing	Frank Keighley	6-7pm M-F	239-6658
	Darryl Hartwig	6-8pm M-Th	293-2347
Desktop Video	Andre Hogie	6-8pm M-F	290-2474
Beginners AmigaDOS	Colin Vance	6-8pm M-Su	241-7113
	Mathew Taylor	6-8pm M-Su	251-5343
ProWrite	Darryl Hartwig	6-8pm M-Th	293-2347
Amos	Bernie Wiemers	6-8pm	248-9837
Superbase Wordperfect	Andrew Boundy	8-10pm M-Th	291-6971
C	Joe McCully	7-10pm M-F	255-2128
Hardware	Mathew Taylor	6-8pm M-Su	251-5343

Please contact the editor with updates to this list.

New Amiga Virus Uncovered!

The f*** virus is the latest and the worst amiga virus ever programmed. Actually it's distributed into an archive called 'MCHECK.LHA' that contains a program called Modem-Checker that pretends to be a modem checker but really it's a Trojan Horse that install the virus into your system partition device.

ModemChecker gives okay results to any test of the modem; even if the modem does not exists! Also ModemChecker closes any snoopdos task open to prevent the user understanding what it really does.

The virus is installed by modem-checker into the LoadWB command, then the next time you boot the system the virus will also be executed. The new LoadWB, if infected, will be 3600 bytes long instead of the usual 1100 bytes. The 'LoadWB' that contains the virus is the 2.1 version, so the virus isn't a danger for any machine with workbench 1.2 or 1.3. Your startup-sequence, if you were infected, will halt at the execution of the infected loadwb: 'LoadWB failed returncode xx...', the only thing you have to do is to replace it with a 1.2 or 1.3 loadWB.

What does f*** Virus do?
Once installed at the boot, f*** Virus will wait patiently and if no IDCMP message of any type is registered within 10 minutes, it will proceed to low level format simultaneously any physical device in your system, casually filling the tracks with 'f***f***f***'. Even if you reset, a great part of your data will be compromised, so it's better to install my antivirus into your startup.

You can check if f*** virus is already in memory by watching with a program like XOPER, ARTM or also Sysinfo. If there is a process called 'DiskDriver.proc' that the virus creates, you are infected!

Keep your eyes open!

Public Domain Disks

I am writing this as one of your CAUS Public Domain Librarians. Many members may not be aware of the size of the Public Domain libraries available to them as members. At present there is the official CAUS library of almost 900 Fred Fish disks as well as the alternate public domain library. In all there are over 4000 different disks available to members.

First the good news. Because of the size of disks available there will now be three catalogue disks needed if Aquarium is used as the database for the first 530 Fred fish disks and four disks if Hook, Line and Sinker (HLS) is used for the first 550 Fish disks.

The bad news is that I can no longer bring at least one of each disk to the meeting as there isn't sufficient room in my car to carry them all.

However by letting me know by the Tuesday before our monthly meeting which disks in the public domain libraries is wanted, members will still be able to pick up the disks they want at the meeting. Between meetings a phone call to my home (255-2284) will ensure that all disks are available to members.

I hope this new arrangement regarding disks at the meetings is satisfactory to members as they will still be able to get the disks they want. By cutting down on the number of disks I bring to the meeting by bringing only the disks wanted I will be able to fit them in my car.

Thank you,
      Berenice Jacobs (one of your CAUS PD librarians).

Gunship 2000

BRIEF DESCRIPTION
Gunship 2000 is a combat helicopter flight simulation.

AUTHOR/COMPANY INFO
Name: Microprose
Address: Unit 1, Hampton Rd.
         Industrial Estate,
         Tetbury, Gloucestershire
         GL6 8LD
         England

Telephone: +44 666 504326

LIST PRICE
34.99 pounds Sterling. Mailorder price is 22.99.

HARDWARE REQUIREMENTS
1 MB RAM required for floppy systems.

1.5 MB RAM required if you have a hard drive.

Works on A500(+), A600, A1200, A2000, A2500, A3000. No mention of the 4000 :-(

SOFTWARE REQUIREMENTS
None mentioned in the documentation.

COPY PROTECTION
"Look up in the manual" copy protection, which I find acceptable. You have to look up a number matching another number next to a flight patch which is found in the given range of pages in the manual. You have to do this once per playing session.

Hard drive installable.

The game auto-saves onto the master disk, so DO NOT USE THE ORIGINAL DISK!

MACHINE USED FOR TESTING
A1200, 2 MB chip, 2 MB 32 bit fast, 68881 (MBX1200z), 85 MB internal IDE drive. WB 3.0 Phillips 8833 monitor, external floppy. KONIX analogue stick and mouse.

OVERVIEW
Gunship 2000 ("GS2000") is primarily a helicopter flight simulator in the same kind of way you might describe Birds of Prey as a aircraft flight simulator. There is what seems to be a good flight model for helicopters (note that I am not a pilot for real :-), and a

good bit of blasting tacked on.

GAMEPLAY
The gameplay is overall very good: much better than any other similarly pitched combat/flight simulator I have played (which include Birds of Prey, B17, Reach for the Skies).

Main Selection Screen
This allows you to choose mission types, theatre of operations (currently "Gulf" or "Western Europe" but more are promised), pilot/flight, and to go on to the briefing. Selection is by hotspots in an animated graphic (the guy at the desk is writing :-)).

Briefing
Three options here are to read the briefing notes, choose and equip a helicopter (or the entire flight, see below), or to proceed with the mission. The briefing notes detail all the important information, including wind, visibility (which should influence your weapon choice), targets, time of day, enemy activity, map locations and

> *you do feel like you're skimming along at an unhealthy rate*

map, etc. Most of this is accessible in some form during flight. Wind direction is an exception and can be important if it is strong, so take note.

Training
The start point is as a novice combat helicopter pilot and a choice of training missions or single helicopter missions. Training is for you to learn how to fly, to use all the helicopter systems, and develop tactics with no risk (and no points). The training missions are the same as the real thing except you take no damage when hit. With all the flying aids switched on, the only way to "die" is to hit the ocean, and even then you haven't lost your pilot.

Combat
So having got the hang of blasting numerous targets in training, you will take on the real world using a limited range of helicopters (some are for higher ranks only) and weaponry. The missions are flown from land bases or an assault ship against primary and secondary targets which range from fixed placements and airfields to mobile recon groups or columns of T-72s. The number of different land/sea/air types you come across is large and includes MIGs, SU-27s, HINDS, patrol boats, numerous tank and other vehicle types, SAMs, infantry, oil refineries (large explosions!), oil rigs, mosques, advertising hoardings... This is just a cross-section from the Gulf Theatre.

When in flight, most of your tactical planning will be done on your in-flight map (F10) which has a strategic and operational level (a zoom). All identified targets show up as well as bases, buildings, etc. It's here you can set up to three waypoints to aid your in-flight navigation (accessible through at least three different displays during flight). When on this screen, action is paused so you can take your time in planning. This is very important when commanding a flight.

Successful missions bring promotions, medals, and points (not necessarily the first two :-)). Gaining sufficient points results in the offer of a commission to lead a flight of 5 helicopters. You can turn this down, but why miss out?

Commanding a flight gives you two more options in the flight selection screen, FLIGHT and CAMPAIGN. These are essentially the same but the campaign is linked sorties rather than one-offs. Now you have four other guys who you have to assign helicopters and weapon loads according to the task in hand. You can split the flight into light and heavy sections to perform different tasks. The range of tasks now includes search and rescue, cargo drops and squad drops/pick-ups.

Once all armed and ready, you are on the pad where you access you tactical map and start giving individual flight

Gunship 2000

(continued from page 7)

plans. On the higher level map, you can also tell each flight member what height and speed to fly at and whether they are free to engage the enemy or not (weapons are either free or held). Other options are to disengage, regroup, land, return to base, fly the indicated flight plan or drop cargo.

The tactical map is the guts of the game in a lot of respects, as here is where you plan all your tactics and execution. Timing is important as is planning flight paths and protecting the vulnerable members of the flight. You must always keep your objectives in mind (there's a summary on the strategic map) and keep the other flight members in tight control. For key jobs, you often have to assume responsibility and go in yourself, but you could command from the rear. The computer AI for your buddies seems good with sensible weapon selection (helped of course by your choosing the load they carry) and a downright enthusiasm for taking out targets (sometimes too enthusiastic). The flight is generally every bit as efficient as you are and takes comparable damage. Often flight members are up for more medals and promotions than you are.

Seeing a well laid plan come to fruition and hearing the digitised "Primary objective confirmed" from the back seat is very satisfying.

GRAPHICS AND SOUND

The detail in the game is very good, certainly compared to other similar style games. There is a lot of terrain including roads through canyons, pylons down roads, camels, oases, etc. Visibility can be variable and is well reflected: it is genuinely more difficult to see when visibility is bad through the use of different palettes. Although some hills look more like pyramids, there is a good feeling of texture to the land, and you do feel like you're skimming along at an unhealthy rate very close to the ground.

The detail and speed of moving objects is very good as well. On my Amiga 1200 at 100 feet doing 140 knots, it seems plenty fast enough and not as jerky as Birds Of Prey on an Amiga 500. A friend reports that an unaccelerated A2000 handles the game on full detail well (and he has Red Baron). On an A3000, I expect it to be a dream.

Still pictures within the game are well drawn but nothing really spectacular. For those who know English cricket, the guy who is there to comment on your mission afterwards is a doppleganger of Robin Smith. His wit isn't up to much.

There is quite a lot of digitised speech with your counter measures/weapons buddy pointing out targets and missiles. A minor gripe is that, apart from missiles or when you lose your optics, it is obvious there is a target and "target left/target right/target confirmed/missile left/right" becomes hard, fast and distracting.

Another nice touch is the missile explosions. Even if you don't get hit, the explosion can be heard according to how close it is and will even shake the 'copter so you can often be fooled into thinking you have been hit when you haven't. If the guy in the back doesn't scream "We're hit! We're hit!" and damage show on the panel then you're OK.

Other sound effects are for the engine, rotors (yes there is engine noise and the "thwup" of rotors), explosions, rocket launches, cannons, stirring selection screen music plus a few other tunes.

FLIGHT MODEL AND WEAPONS

I have never even flown in a real helicopter let alone piloted one, so I really can't say how accurate the model is compared to the real thing. It does feel true, and the interaction between the collective and stick seems very realistic and tricky to handle. Wind is noticeable and a real factor. Loss of stabilising influences, like (say) your tail :-), has a real and dramatic effect (you spin round continuously :-)). Weapon systems recoil which has a subtle effect in that it slows your forward motion. At high speed, this has the effect of making you gain height as the nose comes up.

Generally, firing weapons is OK except for rocket pods which need to be aimed in a straight line. This involves fancy flying because if you pull up at 140 knots to fire, you gain a lot of height very quickly and slow to a crawl. In this position you are a sitting duck, so only use the M series pods for turkey shoots.

The array of weaponry is helicopter dependent; and as the available helicopter is rank dependent, you only get the really good "fire and forget" stuff later on. In fact, the low rank missions are the real trial since with better helicopters, weapons and more experience the later flights are easier in many respects.

DOCUMENTATION

The manual is what most have come to expect from Microprose these days. It is clear, reasonably well written and very full of information. Unfortunately, the manual skimps a bit in certain areas, like what the detail levels mean or exactly what is expected for certain mission types. If you want the armour for a T-72 then you're fine, but that isn't too much help.

LIKES AND DISLIKES

The worst element is the very dodgy mouse handling for certain screens. From what I have found out from others and experience is that accelerated machines, that is anything other than a 68000, has a juddery mouse problem. This makes selection very tiresome, especially on the helicopter/munitions screen. The keyboard alternatives don't seem to work fully as advertised either. Shoddy work.

In flight, I haven't had any control problems except having to zero my analogue by taking it to the map screens and correcting the drift on the detailed map (tactical) where you can scroll around. Again a bit shoddy.

The game does also guru on my A1200 for an unknown reason. I've disabled the cache to no effect (doesn't cure the mouse problem either). I haven't tried using the ECS chipset as it boots fine in AGA and I don't see why I should. The guru frequency is low (about once per day) but seems to only occur during flight which is annoying.

Another gripe is the leaving out of the recording feature, by which you could record and play back missions. Reach for the Skies does this without slowing, so why not GS2000 on my nippy

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CAUS Constitution Change

Under section 4.6, "Commitee Meetings and Quorums", it has been proposed by Berenice Jacobs (seconded by Loy Winkler) to amend subrule 4.6.1, due to the inconvenience of meeting on the 3rd Thursday of each month.

As it stands now, subrule 4.6.1 reads, "The committee shall meet during the week following the General Meeting at such place and time as the committee may determine." The amendment to subrule 4.6.1 shall read, "The committee shall meet at a date and time decided as convenient to the committee members, prior to the following monthly General Meeting."

The above amendment shall be voted on at the November General meeting.

History of the Amiga
(continued from page 5)

Adolescence

The software was done ten days before the CES, and running fine on the simulators. Unfortunately when the hardware was finally powered up several days later, (surprise) it didn't match its simulations. This hardware, of course, was still not in silicon. The custom chips were in fact large breadboards, placed vertically around a central core and wired together round the edges like a Cray. Each of the three custom 'chips' had one of these towers, each one a mass of wires. According to RJ, the path leading up to the first Amiga breadboard, with its roll-out antistatic flooring, the antistatic walls just wide enough apart for one person to fit through and all the signs saying Ground Thyself, made one think of nothing so much as an altar to some technology god.

After working feverishly right up to the opening minutes of the CES, including most everybody working on Christmas, they had a working Amiga, still in breadboard, at the show in the booth in a special enclosed gray room, so they could give private demos. Unfortunately if you rode up the exhibit-hall escalator and craned your neck,

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they wanted to convey the thought of friendliness...

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you could see into the room from the top.

The Amiga was, RJ reminisced, the hardest he or most anyone there had ever worked. "We worked with a great passion... my most cherished memory is how much we cared about what we were doing. We had something to prove... a real love for it. We created our own sense of family out there."

After the first successful night of the CES, all the marketing guys got dollar signs in their eyes because the Amiga made SUCH a splash even though they were trying to keep it "secret."

And so they took out all the technical staff for Italian food, everyone got drunk and then they wandered back to the exhibit hall to work some more on demos, quick bug fixes, features that didn't work, and so on. At CES everyone worked about 20 hours a day, when they weren't eating or sleeping.

RJ and Dale Luck were known as the "dancing fools" around the office because they'd play really loud music and dance around during compiles to stay awake.

Late that night, in their drunken stupor, Dale and RJ put the finishing touches on what would become the canonical Amiga demo, Boing.

At last the true story is told.
To be continued...

❑

MultiPrint

Version 2.01 9-June-1993

This is an update to version 2.00 released on the 27th of May 1993.

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(Irregular Monitoring)

DESCRIPTION

MultiPrint is a program initially designed to print document files, and other text files, to as few sheets of paper as possible. It has since had other features such as bold/italic/font support, Compugraphic support, paragraph reformating and full justification added for improved flexability and readability.

MultiPrint prints text files to multiple columns, on both sides of the sheet automatically, with no need to shuffle the pages.

Pages are printed with a footer, with margins, page numbers, and with a gutter to allow easy stapling, or hole punching.

NEW FEATURES

Version 2.01 fixes a few bugs that were found in the last released version, and adds a few significant features.

Bugs Fixed:
  Major bug: Output to multi-pin printers was broken, and now works correctly. Should now work with printers such as Canon bubble jets.
  Aborting printing could leave the printer in a state where another print would fail, and the program would just sit there.

Added Features:
  Force Bold option added, for printers that can't print thin fonts well. Forces all body-text into bold.
  PercentPage option added. This option is designed for people with laser printer without enough memory to print a full page.

SPECIAL REQUIREMENTS

MultiPrint requires 2.04 or higher.

MultiPrint works best with page oriented printers, such as lasers and HP deskjets. A fast printer helps.

MultiPrint provides better output with the use of Scalable fonts, and better italics/bold if you have a complete family (or more) of Scalable fonts.

HOST NAME

This version can be found as Multi-Print201.lha on amiga.physik.unizh.ch (130.60.80.80), where I uploaded it in the new directory.

You could also try wuarchive.wustl.edu (128.252.135.4).
In New Zealand, you can try kauri.vuw.ac.nz.

DIRECTORY

Should end up in /pub/aminet/text/print, where the last version was put.

FILE NAMES

MultiPrint201.lha, MultiPrint201.readme

PRICE

MultiPrint is shareware, basically. If you find the program useful, or need anything added, and want to encourage me, a donation is welcome, but not essential.

I would like to make enough money from MultiPrint to replace the Ink Cartridge I used most of in testing MultiPrint.

Suggestion: US$20 or equivalent, NZ$ if you can get them. Any amount is fine though.

Hey, here's ambition ... maybe I could make enough to buy a laser printer! :-)

DISTRIBUTABILITY *(nice word, Ed)*

Shareware. Distribute to whoever, but if you plan to include it in a magazine's cover disk, or anything like that - let me know first.

No matter what, leave the documentation intact. ❑

Choosing the colours for a standard palette can be tricky - they need to suit your printer as well as the types of pictures (animals, flowers, aircraft etc) you want to print. It is difficult to devise a standard palette for all pictures that uses 8 colours or fewer, but it is feasible with 16 colours. I used a standard 16-colour palette for the small coloured clip art pictures on the charityware Pix.C disk, and included a sample palette for test printing.

Colour Zero

Colour zero is the first colour in any palette (the colour registers are numbered from 0). It is easy to tell what colour has been used for colour zero because Paint programs use colour zero for the border around the screen display. If the picture also uses colour zero as the background colour, then there will be no obvious border on the screen, but otherwise you will see a clear border.

Understanding colour zero is important if you want to use contour text flow around pictures in documents (where the text flow follows the shape of the picture), because it can only be used if colour zero is white and set to transparent when the picture is loaded.

To be continued ...
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NewTek Debuts 600 MIPS Toaster Screamer at SIGGRAPH

(submitted by Mathew Taylor)

The introduction of the NewTek's Video Toaster Screamer is about to cause a revolution in the 3D industry. Now, creating animation can take less time that you ever imagined possible. The screamer 3D rendering engine elevated the Video Toaster into one of the fastest 3D tools ever created. High speed RISC processors drive the Toaster's built-in lightwave animation system to deliver twice the 3D rendering power of a Cray 1 supercomputer.

The Screamer is a breakthrough 3D rendering engine designed specifically for NewTek's Emmy-award winning Video Toaster system. The stunning computing speed of the screamer is a result of an innovative hardware design based on multiple RISC processors, four parallel MIPS R4400 Risc processors allow the screamer to deliver over 600 MIPS system performance. By running each processor at 150MHZ with both internal and external caches the screamer reaches an amazing 340 SPECMarks.

The Toaster screamer system comes complete with NTSC video in and out and takes advantage of the Toasters award winning Lightwave 3D animation system. Already the most popular 3D animation system in the world, the Video Toaster and Lightwave have been credited with bringing 3D visual effects to weekly television for the first time. With complex 3D effects in every episode, shows such as "Babylon 5" and Steven Spielberg's "SeaQuest DSV" are setting new standards of excellence.

The Screamer differs from the expensive dedicated 3D workstations in the same way that the Video Toaster stands out among traditional video gear. The introduction of the Screamer brings 3D rendering power that was astronomically expensive to a stunning new price point. At $9995, the Toaster Screamer offers significantly more rendering power per dollar than any other 3D system in the world. The economics of 3D animation have just changed forever.

Specifications: Video Toaster Screamer at $9995.00 (available 4th

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quarter 93) an external rendering engine for the Video Toaster.

Processors: Four parallel MIPS R4400-64 Bit superpipelined RISC processors.

Clock Speed: 150 MHz.

Memory: Internal cache: 32K on each processor. Secondary cache: up to 8MB. Program Memory: expandable to 1 gigabyte

Requires Video Toaster Workstation (complete Toaster Workstation available starting at well under $5000)

Complete Toaster and Screamer WorkStation: The Toaster/Screamer workstation represents a radical breakthrough in 3D workstation price and functionality. It comes complete with everything needed including broadcast quality video input and outputs as well as a complete set of sophisticated 2D and 3D software tools.

Video Output: Broadcast quality frame buffer and digital YIQ video encoder (D2 format internally). Meets or exceedes all RS-170A and FCC specifications for direct on-air network broadcast.

Video Input: Full broadcast resolution NTSC video Field or frame capture.

Built-in Graphics Software: Toasterpaint - 24-Bit broadcast video paint system.

Lightwave 3D - Modeling, rendering, and animation system.

Modeler - includes boolean operations, spline and polygon-tools with PostScript text support.

Renderer - Includes adaptive anti-aliasing renderer with raytracing, shadow-mapping, motion blur, field rendering, and lens flares.

Animation - Includes skeletal systems, spline-based motion paths, displacement mapping, object morphing and more.

For more information contact NewTek, 215 SE 8th Street, Topeka, KS, 66603, telephone 1-800-843-8934, fax 913/354-1584.   ❏

CAUS Public Domain Collection

The Society's Fred Fish collection of public domain software contains a huge variety of goodies from text editors, databases, communication, graphic and music programs through to utilities, games, disks of pictures and animations and many demonstrations of commercial programs.

The following people are PD librarians:

Simon Tow	Fisher	288-8362
Lawrence Coombs	Aranda	251-5523
Berenice Jacobs	Scullin	255-2284
Bernie Wiemers (AMOS)		248-9837

You have the choice of buying the disks or swapping them for some new acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is $1 to cover the librarian's costs. For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

Joe McCully	255-2128	C programming
Darryl Hartwig	293-2347	DeskTop Publishing
Andre Hogie	290-2474	Video
Bernie Wiemers	248-9837	AMOS programming

If anyone else out there would like to start their own SIG, please see a member of the committee.

Gunship 2000

(continued from page 8)

A1200? If it did adversely affect speed I could turn down the detail or not use the feature or suffer a marginally worse frame rate. Let me choose though!! I infer a lack of time to do the full job. I don't believe a 386 PC is any more capable.

My main like is the overall quality of the graphics, sound, gameplay and flight model. This is an extremely addictive game to play and certainly one of the best I have played. Apart from the niggles above this is one superb offering and will undoubtedly set a standard to be followed. I've not fully described all the features (check out the README file!) but there is plenty to hook you and keep you going. For seat-of-the-pants flying and blasting action, Gunship 2000 is going to be hard to beat.

COMPARISON TO OTHER SIMILAR PRODUCTS

Compared to Birds of Prey, B17 or Reach for the Skies, GS2000 wins hands down. This is one excellent game.

BUGS

Dodgy mouse, keyboard, analogue stick handling (see DISLIKES). No mouse or keyboard problem on a A2000 though (and presumably a A500). Undiagnosed guru on A1200; none reported on an A2000.

CONCLUSIONS

A tremendous game packed with very high quality gameplay, graphics, sound. If you like action and flight simulators, this is a very good game to buy.

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What's Happening

Upcoming Meetings

November 11
Final meeting for, year

December 4
End of Year Party

January 13
Chrissy Present meeting

Raffle

Raffle tickets are finally here! Give Rob Ashcroft a ring to get your booklet(s). They're selling (the tickets, that is) for $1 each. The value of the Maestro 14.4K Fax/Modem is approximately $700 and the proceeds will go towards purchasing a Video Projector for the club. So come on and join in. The modem will also suit IBM machines, so go and sell some tickets to those people as well. The raffle will be drawn at the November meeting. The second prize is an open order from Carina Computers valued at $100, and the third prize is a couple of boxes of brand-name disks.

Christmas Break-up

The end-of-year bash, Chrissy break-up, party, whatever, will be held on Saturday, 4th of December at Black Mountain Peninsula, starting from 12pm. Bring your own food, drink, cricket bat, volleyball net, or other for a great time together! Bring your family!

CAUS Trading Post

Members are allowed free advertising of any material (not just computers) for sale, wanted or to trade. Advertisements are at the editor's discretion. Contact the editor to place your ad, or for more details.

Constitution Change

Don't forget to read the constitution amendment in this issue, it *will* be voted on at the next meeting.